R-M-S
TITANIC

GAME & LOADING INSTRUCTIONS

Well: while was fashioning
This creature of cleaving wing,
The Immanent Will that sitrs and urges everything

Prepared a sinister mate
For her – so gaily great –
A Shape of Ice, for the time far and dissociate.

And as the smart ship grew
In stature, grace, and hue,
In shadowy silent distance grew the Iceberg too.

from
The Convergence of the Twain
by ***THOMAS HARDY***

INTRODUCTION

As the owner/director of the Titanic Salvage Company, your sole aim is to raise the mighty TITANIC from the sea bed. To aid you in your mission, your research and development department has produced the T.S.I. by far the most advanced deepwater craft in existence. To finance this epic voyage you have convinced some rich and powerful sponsors to back your venture. However, money is in short supply and you will have to raise more during the expedition. There are a number of ways to accomplish this: favourable reports in the newspapers may lead to an increase in sponsorship; pleasing the magazine reporters could result in cash gifts; objects found in the TITANIC may be sold.

Your well equipped mother ship lies on the surface of the Atlantic, almost two miles above the watery grave of the world's most famous cruise liner. At your service is a state-of-the-art laboratory and, thanks to the miracle of satellite technology, press and finance suites where you can make contact with your sponsors and the various pundits of the world's press.

Last month an automated submersible attached eight flotation bags to the hull of the TITANIC. Due to a fault in its memory, the positions of the bags were not recorded. However, it is known that they are approximately half way between the keel and the boat deck and roughly evenly distributed over the port and starboard sides. The object of your search is to locate the eight buttons that will inflate the bags and bring the TITANIC majestically back to the surface for the first time in over 70 years.

GOOD LUCK

INSTRUCTIONS

The following pages contain detailed instructions on the game. The instructions are grouped according to screens. Further information is contained in the notes relating to the control console diagram.

JOYSTICK/KEYBOARD CONTROL

The game can be controlled by a joystick (in either port), or the keyboard. There are two sets of keys which duplicate the joystick functions:

JOYSTICK	L.H. KEYS	R.H. KEYS
UP	Q	=
DOWN	A	SHIFT
LEFT	‹	X
RIGHT	›	Z
FIRE	CTRL	RETURN

THE CALENDAR SCREEN

This is the first screen you see on loading the game. It contains a calendar and five icons depicting your options. To select one of the options (press Room, Finance Room, Night, Save/Load or Drive), use the joystick to position the illuminating cursor and press the fire button. Each of these options is described below.

1) THE PRESS ROOM

Your activities in the Press Room are of vital importance to your finances. You must answer the questions put to you in the manner you judge the most likely to satisfy the particular publication.

Press conferences may be called by you or by the press themselves, in which case the mother ship will send a message down to T.S.1. You do not have to attend a conference, but if you do not then reporters are likely to invent a story. It is left for you to decide whether or not that will be good for your image. Once you receive a call to the Press Room you have about three hours to attend before the reporters assume you have ignored them. To signify your attendance, or to call a press conference yourself, simply enter the Press Room. Should you call your own conference there is no guarantee that any reporters will attend. If they do not you may assume there are other, more pressing, stories to be covered and that the reporters may be absent for some time.

Once a conference has been called and attended you will see a number of reporters on television screens in front of you. One of them will then address you by identifying his or her newspaper and then asking a question. You may then decide who will hear your reply: either one reporter alone or all of those present. You do not even have to answer the reporter who asked the question, although he may be a little upset if you don't. To implement your choice, use joystick left/right to cycle through the reporters, and joystick down to select all reporters. Press fire when you have selected your option. The first of your answers will then appear in the space below the television screens. Move the joystick up/down until the answer you require appears; press fire to deliver the answer. More questions will be asked until the reporters decide to leave. When this happens the press conference is over.

You may leave the Press Room at any time by selecting the EXIT sign. However, it may not be considered courteous to do so whilst a reporter is waiting for an answer. The reporters themselves are not over-endowed with courtesy and will leave whenever they feel like it. On the other hand, they are not entirely devoid of feelings and it is possible to upset them so greatly that they feel unable to continue the interview.

2) The Finance Room

In the Finance Room you are given information as to the current state of your bank balance and receive from your sponsors their feelings on your progress to date. These feelings will often be expressed as an alteration to their weekly contribution.

You are summoned to the Finance Room in the same way as you are summoned to the Press Room and you should give similar consideration to whether you are going to attend. The consequences of offending your sponsors are likely to be rather more serious than those of offending the press.

The Finance Room is entered by selecting the appropriate icon from the Calendar Screen. Inside the room your current balance, a list of your sponsors and their weekly donations, an analysis of repair costs and repair time for the last dive and a monitor for receiving messages are accessible. Messages may be received from your sponsors or from your accountant. You will see four icons depicting an exit sign, a telephone, a desk drawer and a safe. Any of these can be selected by using the joystick to move an illuminating cursor to the correct position and pressing the fire button.

You can call a sponsor in order to request more money by selecting the telephone icon. Then use the joystick to light the picture of the sponsor you wish to contact and press the fire button. Whether or not the sponsor grants your request, or even replies, depends on many factors including the state of your balance, how often you have asked in the past and whether the sponsor is getting enough sleep. It is definitely not recommended that you make requests too often.

The safe contains details of your current balance.

Selecting the desk drawer icon allows you to examine several sheets of paper which can be read in turn by pressing the fire button. Written on these sheets are details of repair time, repair costs, and the current amount each sponsor is willing to donate at the end of the week. To shut the drawer simply move the joystick.

Note that although the amount contributed by any sponsor varies from day to day, no money is actually transferred until the end of the week. This gives you time to correct matters if you make a bad impression early in the week. Running expenses and repair costs are deducted as they occur, which means that you are likely to be short of money towards the end of the week. Your bank, unlike some other banks we could mention, will listen to your troubles; it will not take action on any overdraft until the end of the week. You had better have the money by then though. To leave the Finance Room, select the exit sign.

3) Night

Selecting this icon will put you, your submersible and all your workers to bed for a well-earned night's sleep (see TIMING).

4) Saving the Game

You may SAVE the game or LOAD in an old game by selecting the SAVE/LOAD icon from the Calendar Screen and following the instructions given.

N.B. You cannot restart a game without reloading the main program. We suggest you SAVE the game as soon as it is LOADED to enable you to restart at any time.

5) Dive

Selecting the DIVE icon from the Calendar Screen puts you in T.S.1. ready for the descent. You will see a plan of the TITANIC in the viewscreen of T.S.1. The first thing you must do is select one of the five possible entry points. Use the joystick to position the cursor over your selected entry point and press the fire button. If you wish to return to the Calendar Screen, position the cursor over the OUT icon.

Once you are inside the TITANIC you may begin to move around and explore. Use the joystick left/right control to rotate T.S.1. and the joystick up/down control to tilt T.S.1. and inspect the top or bottom of a wall.

You will notice that some walls have doors in them. Open doors are filled, whilst locked doors are in outline only. In order to move through an open door, position your submersible infront of the door and press the fire button. If you try to move through a locked door, or if you miss the open door, T.S.1. will hit the wall causing damage and loss of power.

In certain rooms you will be able to move up or down between the decks of the TITANIC. Information on how to do this is contained in the section describing the control console of T.S.1.

Each time you enter a room its name or purpose will be displayed on the message screen. There is no need to enter a room to discover its name or purpose; you can use T.S.1.'s on-board scanner. All you need to do is face a door, open or locked, and press the N key; the name of the room behind the door will be displayed on the message line for a few seconds.

Locked doors may only be opened by solving problems. Problems may be solved by manipulating the objects to be found in the TITANIC. The objects required to solve a problem and the room in which the problem must be solved are all linked together in some way (however tenuous that may be). It may be sufficient to drop two objects near to each other in a certain room, some objects combine to produce more objects when brought into contact in the correct room, other objects merely need to be touched to produce results; it is up to you to discover the correct way to open the doors and progress through the TITANIC to your goal. Once you have found the buttons the difficult part of the project begins.....

Occasionally you will need the help of your laboratories onboard the mother ship to solve problems. The lab can examine, combine or repair objects sent to them and return the products of their labours to you in the TITANIC. If you wish to send objects to the labs, press the L key whilst in the room through which you last entered the TITANIC, holding the relevant objects in the robot arm. When the labs have finished their work the resuls will be returned to the same room. If the high-ranking scientists on your staff were unable to do anything with the objects you sent, then the objects will be returned. If you are on the surface when the labs complete their work the products will still be sent down to the room from which they came.

Due to a personality quirk of the chief scientist, the labs will only accept objects if they are sent up. You cannot return to the surface and present them to him personally. You will be informed when objects are ready for collection. See the section describing the control console of T.S.1. for more details.

You may send objects up to your accountant in much the same way. He will then try to sell them for you. To send an object to him proceed as above but press the £ key. If your accountant manages to sell an object he will tell you how much it fetched the next time you visit the Finance Room; if he fails the object will be returned to the room through which you last entered.

The T.S.1. control console is shown in the diagram. An explanation of the instruments and instructions on their use are as follows.

a) Flotation bag indicators. These light up as the flotation bags are inflated. The position of the light corresponds to the number of the bag inflated.

b) Floor/Ceiling passage indicators. If either or both of these lights are green then a way is open for T.S.1. to move to a new deck within the TITANIC. Press the + key to ascend or the key to descend.

c) Pictures from the video camera in the hold of T.S.1. These are pictures of the objects currently being carried.

d) Picture cursors. These indicate which object(s) are to be taken from the hold by the robot arm when it is extended. Use the 1, 2, 3 or 4 keys to select up to two objects, then press R to extend the robot arm. If you try to select three objects the picture cursors will disappear. This allows you to extend the robot arm without taking anything from the hold. The R key will also retract the robot arm – any objects held when you do this are automatically placed in the hold and will be displayed on the screen.

e) Camera. To take a picture of an object simply grasp it with the robot arm and press F. The camera will flash indicating that a photo has been successfully taken.

f) Camera film indicators. One square turns red each time a photograph is taken. Sufficient film for six exposures is inserted into the camera every time you return to the surface. Exposed film is developed and distributed to the press at the same time.

g) Rescue indicator. The SOS sign will flash when rescue has been initiated either by you or automatically by T.S.1. To call for help press H. T.S.1. will initiate a rescue if you run out of power or oxygen, or if you do not respond to instructions from the mother ship to return to the surface at the end of the day. No rescue will be initiated if you choose to ignore calls to the press or finance rooms.

h) Clock. Runs approximately 8 times faster than real time. See TIMING.

i) Sonar buoy count. Indicates the number of buoys that have been dropped. See T.S.1. Sonar.

j) Sonar tuning indicator. This device shows which buoy your sonar is tuned into. The colour of the indicator shows the status of the buoy.

GREEN = buoy in hold
RED = buoy deployed
BLACK = buoy deployed and in the same room as T.S.1.
(See T.S.1. Sonar)

k) Sonar screen. The screen shows the relative position of a sonar buoy to a range of six rooms. (See T.S.1. Sonar)

l) Oxygen level indicator. Displays the amount of oxygen remaining in the bottles. The level always decreases at the same rate but it is up to you to work out what that rate is. If you are in the TITANIC when the level reaches zero T.S.1. will send out a call for rescue. The oxygen bottles are refilled each time the mother ship is visited.

m) Light-level indicator. Shows the current intensity of T.S.1. powerful front light. Objects will be much more distinct in strong light but power will be used more quickly. Light intensity can be lowered by pressing the CRSR up/down and raised by pressing the CRST left/right key.

n) Power meter. Indicates the power left in T.S.1. Power is used at a steady rate by moving and maintaining T.S.1. and at a variable rate by the light. Power is also lost in collisions with walls and by careless handling of some of the problems that may be encountered. Power consumption is greater if the robot arm is extended. If the power level reaches zero then T.S.1. will send out a call for rescue. The power is fully replenished whenever the submersible returns to the surface.

o) Ship ready to receive T.S.1. When the ship symbol is flashing, you are in an entry room, and can ascend to the surface by pressing the ↑ key.

p) Depth meter. Shows the depth of T.S.1. in fathoms. Proper use of this meter will enable you to gauge which level of the TITANIC you are on.

q) Incoming message indicator. Flashes for a few seconds before a message comes in from the mother ship.

r) Laboratory status indicator. The colour of this indicator gives information on the state of the laboratories:-
GREEN = labs idle
RED = labs busy
Objects returned from the laboratories may be collected from the room by which you last entered the TITANIC.

s) Damage sustained indicator. When lit T.S.1. has sustained damage that will need repairing when you surface. It is not possible to destroy T.S.1. by collisions but you lose power each time and heavy damage will take a long time to repair.

t) Robot arm broken indicator. When lit you have somehow managed to break the robot arm. It cannot be extended so you cannot manipulate objects and will have to return to the mother ship for repairs.

u) Message line. Any messages from the mother ship and information on room or object names are displayed here. The name of an object is displayed each time you grasp it with the robot arm. Messages sometimes have to 'queue up' to get on the screen so be patient.

The other equipment available to you and some useful pieces of information are described below.

T.S.1. SONAR

This piece of equipment is extremely useful in helping to orient T.S.1. in the TITANIC. You have six sonar buoys which may be dropped in any room. You then tune the sonar into any one of these buoys and its direction and distance relative to T.S.1. will be shown as a dot on the sonar screen. The direction is relative to the direction T.S.1. is currently facing.

In order to perform any action on a buoy you must first tune into that buoy. To do this press the P key until the number of the relevant buoy appears on the sonar tuning indicator. The colour of this indicator shows the status of the buoy:-
GREEN = buoy in hold
RED = buoy deployed
BLACK = buoy deployed and in the same room as T.S.1.
You may drop or retrieve a buoy, depending on its status, by pressing the D key. The sonar buoy count above the sonar tuning indicator will show you how many buoys have been dropped.

The sonar screen can only operate over a range of six rooms so if a buoy has been deployed but no dot can be seen on the sonar screen then T.S.1. is out of range of that buoy. Buoys deployed on a deck different to the one T.S.1. is currently on cannot be picked up by the sonar.

ROBOT ARM

The robot arm is your means of manipulating objects. It is very sensitive and rather delicate, so be careful with it. To extend or retract the robot arm press the R key. When the robot arm is extended the SPACE BAR will open and close the jaws.

If you wish to grasp an object you must position the open jaws of the robot arm around the object and then close them. When you do this the name of the object will appear on the message line. If you then wish to pick up the object simply move T.S.1. or retract the robot arm. Not all objects may be picked up, some are too heavy for the robot arm whilst others are fixed to the TITANIC in some way. If you try to move such an object a tone will sound. If you try to move it too often you will risk breaking the robot arm. To drop an object simply open jaws.

The robot arm can carry a maximum of two objects but to make it do this you must first take the objects separately into the hold, then take them both out again as described under 'picture cursors' in the section on the T.S.1. control console.

TIMING

Timing is of the utmost importance. The game clock runs about eight times as fast as real time and all time intervals given below are in game time.

Your working day runs from 1000 hours to 1800 hours, and *you must come to the surface when you are told to at the end of the day.* Ascending, descending, press conferences, financial consultations and repairs all take up your valuable exploration time. It is up to you to work out just how much time each of these takes though you are given repair times in the Finance Room.

Once every two weeks you need to return to port for supplies and to give the seamen some time off. The captain of the mother ship will return her to port every two weeks without your instructions and regardless of any commands you may give to the contrary. You will continue to incur running expenses during this time.

There is no date by which the TITANIC must be raised – you have as much time as you like, provided you can maintain your balance in a favourable state.

All of the rooms you will find in the game actually existed on board the real TITANIC, and they are in roughly the same relative positions. The majority of the objects scattered about the game will also be found by whoever finally raises the great ship. The more unusual objects are all mentioned in the cargo manifest of the TITANIC, whilst the presence of the more mundane objects has been inferred. A small amount of artistic licence has been taken in the interest of adventure but it should be obvious when this has occurred.

THE OXFORD DIGITAL TEAM

PROGRAMMING	**Richard Yapp** **Darrell Etherington** **Steven Green**
DESIGN	**Ken Meadley** **David Pringle**
MUSIC	**Paul Brittain** **Steven Green**
ARTWORK	**Geoff Quilley** **Johnathan Hare** **Stephen Robertson**
ODELOAD	**Gareth Blower**

EPILOGUE

At 2.20 a.m. on the 15th April 1912, the greatest ocean liner of history sank beneath the waves of the Atlantic Ocean. The R.M.S. TITANIC took with her some 1500 souls. From greasers to multimillioniares, chambermaids to distinguished members of the high-society, most perished with the mighty ship. The disaster gripped the world and it has reverberated ever since. Three generations later children are still taught of the big ship that sank on her maiden voyage. The name 'Titanic' remains a byword for selfless courage and a metaphor for disaster.

The TITANIC began as a series of rough sketches executed after dinner by Lord Pirrie, Chairman of the Harland and Wolff Shipbuilders. The year was 1907 and Lord Pirrie and his wife had been entertaining Bruce Ismay. Ismay was the Managing Director of the White Star Line, which was badly in need of a ship to challenge Cunard's Lusitania and Mauritania for transatlantic trade.

In the event, three ships were built. The first to be finished was the OLYMPIC, which was launched on May 31st 1911. Although she was a fine ship in her own right, she was used as a trial run for the greatest in luxury cruising that was to be the TITANIC.

The man given the job of designing the TITANIC was Thomas Andrews, a nephew of Lord Pirrie. Andrews was a man devoted to his ships and had risen from apprentice to managing director at Harland and Wolff. He converted the sketches of Pirrie into detailed plans and he supervised the conversion of these plans into 46,328 tons of wrought steel. The TITANIC was 883 feet long, 92 feet wide and could make 23 knots using the full 50000 horsepower provided by her boilers. She sported four funnels, three anchors and a rudder which massed 101 tons. All of her features received the personal attention of Thomas Andrews: from the double-skinned hull to the colour scheme of the wicker furniture; from the 159 furnaces to the screws in the stateroom hatpegs. Thomas Andrews, with no trace of conceit, felt he had created a ship 'as nearly perfect as human brains can make her'.

The TITANIC sailed from Southampton at 12.00 noon on April 10th 1912 with 400 crew, 518 hotel staff and nearly 1300 passengers. The captain, Commodore E.J. Smith, was on his last voyage for the White Star Line. Many of the crew were given berths as a reward for long service to the line. Many rich and influential passengers sailed with her, although some noted personnages who had booked passage cancelled at the last moment due to illness or pressure of work. Perhaps the most disappointed man left on the quayside was Second Officer Davy Blair dropped from the trip when Captain Smith brought his own Chief Officer with him from his previous command.

Four days later, at 11.40 p.m. on April 14th, as the TITANIC was making a full 23 knots, the Officer of the Watch was warned of an iceberg ahead. He immediately turned the wheel to port, but the ship was slow to respond and the iceberg scraped a 300 foot gash in her starboard side. A large part of the 'unsinkable' reputation of the TITANIC was founded on the sixteen water tight compartments formed by bulkheads running across the ship. These could be sealed off at the touch of a button. The ship was designed to float with five of the compartments flooded. The iceberg broached six.

Captain Smith and Thomas Andrews, who was aboard, must have known immediately that the ship was doomed. They set about abandoning the vessel calmly and quickly, while radio operators sent the world's first Mayday messages by wireless. Passengers and crew gathered by the lifeboats, and although it was painfully clear that there were far too few places, women and children were given strict priority for the evacuation. Some of the passengers did not believe that the ship could sink and so did nothing. Others decided 'to go down like Englishmen'. Benjamin Guggenheim, an American, donned his tails for the last time. It is rumoured that the ship's band was still playing as they slipped under the waves. Were they playing 'Nearer my God to thee' or the episcopal hymn 'Autumn'?

Thomas Andrews accepted the destruction of his life's great work with stoic grace. Both he and the Captain rescued victims until the last moments. The Captain's final words were 'Be British'.

Human nature demands that some individual be blamed for such a disaster. An enquiry was held at which the chief witness was J. Bruce Ismay, who had escaped the ship in a lifeboat and was picked up on the Carpathia. He placed the blame squarely on the shoulders of Captain Smith. However, the captain's impeccable reputation, defended him and the inquiry committee turned on Ismay. It was felt that he should have gone down with the ship. He was accused of urging the Captain, against his better judgement, to maintain full speed in order to break the Atlantic crossing record. Bruce Ismay lived the rest of his life a virtual recluse, shunned by society.

AUTHORS NOTES

Icebergs begin their existence by a process known as 'calving', where they break off from the great glaciers of the Arctic. They range in size from 100 ton 'growlers', to giants towering 250 feet above the waves and weighing 1.5 million tons. The iceberg that struck the TITANIC probably protruded about 150 feet above the water. The face that breaks off the glacier is often jet black and this could account for the fact that the lookouts did not sight anything until it was too late.

Numerous publications exist concerning the TITANIC and her maiden voyage. There is even a TITANIC HISTORICAL SOCIETY, which was formed in the 1960's. Most libraries will stock books for players who desire further information.

Whilst the game may seem lighthearted, perhaps irreverent to some, the authors have nothing but admiration for the brave men, women and children who perished with the TITANIC. IT IS TO THESE PEOPLE THAT WE RESPECTFULLY DEDICATE THIS PROGRAMME.

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:- Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

COMMODORE 64 DISC:- Type LOAD "*", 8,1 and then press 'RETURN'.

SPECTRUM 48K CASSETTE:- Type LOAD "" and then press 'ENTER'.

AMSTRAD/SCHNEIDER CASSETTE:- CASSETTE BASED COMPUTER (ie CPC-464) – Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER (ie CPC-6128) Type TAPE and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

AMSTRAD/SCHEIDER DISC:-
CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464) – Type DISC and press 'RETURN' then type RUN"DREAMS and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128) – Type RUN"DREAMS and press 'RETURN'.

All programs will RUN automatically after LOADING is complete.

In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

In the unlikely event of a faulty product, please return it to the original place of purchase.

ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?
If you have written any software in Assembler/Machine Code which is of a high commercial standard then please contact Paul Cooper for an informal discussion on Southampton (0703) 229694.

ELECTRIC DREAMS SOFTWARE
31 CARLTON CRESCENT
SOUTHAMPTON, HAMPSHIRE
SO1 2EW

SUMMARY OF CONTROLS

JOYSTICK	L.H. KEYS	R.H. KEYS
UP	Q	=
DOWN	A	SHIFT
LEFT	‹	X
RIGHT	›	Z
FIRE	CTRL	RETURN

R	EXTEND/RETRACT ROBOT ARM
SPACE	OPEN/CLOSE ROBOT ARM JAWS
1,2,3,4	SELECT OBJECT FROM T.S.1's HOLD
+	ASCEND ONE DECK
−	DESCEND ONE DECK
F	TAKE PHOTOGRAPH
H	CALL FOR HELP
↑	RETURN TO MOTHER SHIP
CRSR UP/DOWN	LOWER LIGHT INTENSITY
CRSR LEFT/RIGHT	INCREASE LIGHT INTENSITY
P	SELECT SONAR BUOY
D	DROP/RETRIEVE SONAR BUOY
L	SEND OBJECT(S) TO LAB
£	SEND OBJECT(S) TO ACCOUNTANT
N	Scanner